National Endowment for the Arts

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Artist Employment Projections through 2018

Abstract

The Bureau of Labor Statistics (BLS) reports multi-year projections of U.S. employment patterns in its *Occupational Outlook Handbook*. The current *Occupational Outlook Handbook: 2010-11 Edition* forecasts occupational growth trends for the entire U.S. labor force from 2008 to 2018.[1] Drawing from the *Handbook*, NEA Research Note #103 examines job prospects for artists and other selected cultural occupations.

This Note seeks to answer the following questions: Are artist occupations projected to grow or decline? What are the driving factors behind the projected growth or decline of various artist occupations? What is the projected level of competition within those occupations? Which industry-related or macroeconomic factors influence the demand for artists?

Introduction

From 2008 to 2018, the U.S. labor force is expected to increase by 10 percent, or 15.3 million people. Two of the occupational categories identified by the U.S. Bureau of Labor Statistics (BLS)—"professional and related occupations" and "service occupations"—are expected to provide more than half of these new jobs. Within these two groups, the three employment fields that are projected to have the highest growth rates are: registered nurses (582,000 new jobs); home health aides (400,000); and customer service representatives (400,000).

The professional-and-related occupations category, which includes artists, is projected to increase by nearly 17 percent, roughly seven percentage points higher than the projected growth rate for the U.S. labor force. At 11 percent, the projected growth rate for artists is similar to the rate projected for overall labor force growth (10 percent).

The artist occupations with the highest projected growth rates are **museum technicians** and **conservators**, **curators**, **landscape architects**, and **interior designers**. **Architects**, **writers** and **authors**, and **actors** are also projected to increase at faster than the average rate.[2] The artist occupations with the lowest growth projections are **radio and television announcers**, **fashion designers**, and **floral designers**.

Individual Artist Occupations

The occupations analyzed in this report are:

- Actors
- Announcers
- Architects and landscape architects
- Fine artists, art directors, and animators[3]
- Dancers and choreographers
- Designers
- Musicians, singers, and related workers
- Photographers
- Producers and directors
- Writers and authors
- Other arts and cultural occupations examined in this report:
    - Archivists, curators, and librarians
    - Interpreters and translators
    - Camera operators
    - Film and video editors

Research Note #103 differs from prior NEA research publications in that it describes job prospects for specific subcategories within artist occupations. For instance, in the field of design, this note offers an in-depth analysis of commercial and industrial designers, graphic designers, interior designers, and floral designers. Also available in this note are occupational outlooks for other selected cultural careers: museum technicians, archivists, curators, librarians, film and video editors, and interpreters and translators.[4]

Bureau of Labor Statistics' Estimates

Every two years, through its *Occupational Outlook Handbook*, the U.S. Department of Labor's Bureau of Labor Statistics reports long-term projections of occupational and industry employment and labor market trends as a whole. The *Occupational Outlook Handbook* also offers descriptive information on hundreds of types of employment; the level of training and education required for each job; earnings; job prospects; what workers do on the job; and working conditions.

To develop the projections, BLS first generates a view of the economy by producing assumptions of levels of unemployment, exports and imports, consumer spending, and other economic variables. BLS uses the gross domestic product (GDP)—which provides an estimate of the overall demand for goods and services—to make long-term assumptions about employment. Further assumptions are then made—about changes in technology and employers' staffing and business patterns—before BLS arrives at final projections for individual industries and occupations.[5]

It is important to note that BLS' projections do not try to account for business-cycle swings, such as recessions or expansions. Rather, they focus on long-

term structural changes. The *Occupational Outlook Handbook* examines baseline and trend data in association with the most current data on long-term structural changes in the U.S. economy. The *2008-2018 Occupational Outlook Handbook* assumes, therefore, that the U.S will have full employment in 2018. According to BLS, "the impact of the recent recession, which began in December of 2007, on long-term structural changes in the economy will not be fully known until some point during or after the recovery. Because the 2008 starting point is a recession year, the projected growth to an assumed full-employment economy in 2018 will generally be stronger than if the starting point were not a recession year."[6] The projections assume that the U.S. economy and labor force will have fully recovered from the effects of the 2007-2009 recession by 2018.[7]

The Results

Table 1. Employment by Major Occupational Group: 2008 (Actual) and 2018 (Projected)

Occupations	Employment 2008	Projected Employment 2018	Change, 2008-2018		Growth (in relation to all occupations)
			Number	Percentage	
Total, all occupations	150,931,700	166,205,600	15,273,900	10	AVERAGE
Professional and related occupations	31,053,500	36,280,000	5,226,500	17	Faster than average
All artist occupations[8]	1,977,800	2,196,100	136,600	11	Nearly as fast as average

Source: Bureau of Labor Statistics, U.S. Department of Labor, *Occupational Outlook Handbook*, 2010-11 Edition

Artist employment is expected to increase by 11 percent by 2018—roughly the same growth rate projected for the overall labor force (10 percent). However, the "professional and related occupations" category, which includes artists along with healthcare practitioners, engineers, computer and mathematical workers, and legal professionals, is expected to grow by nearly 17 percentage points. The rapid growth rate for this category is mostly attributable to occupations such as biomedical engineers (72 percent increase) and network system and data communications analysts (53 percent increase).[9] The artist-employment growth rate lags behind the professional-and-related-occupations category by nearly six percentage points.

Of the artist occupations, museum technicians and conservators are projected to increase the most between 2008 and 2018 (by 26 percent), followed by curators (23 percent), landscape architects (20 percent), interior designers (19 percent), architects (16 percent), writers and authors (15 percent), and actors (13 percent). The artist occupations with little or no projected growth are radio and

television announcers (-6 percent), floral designers (-3 percent), and fashion designers (1 percent). Artist occupations likely to increase at the average rate of the labor force are: fine artists, including painters, sculptors and illustrators (12 percent); music directors and composers (10 percent); producers and directors (10 percent); and commercial and industrial designers (9 percent).

Growth and Competition

The labor force is composed of those who are employed and those looking for work. The size of the population, the size of the labor force, and the fluctuating demand for goods and services determines the number of available jobs or job openings.

There are two key components to consider when examining the outlook for an occupation group's employment rates: growth (the number of new available jobs) and competition (the relationship between the number of job openings and the number of job-seekers). The *Occupational Outlook Handbook* uses specific terms when defining growth and competition among occupations.

Table 2. BLS's Terms and Definitions for Growth and Competition

Changing employment rates between 2008 and 2018

If the statement reads:	Employment rate is projected to:
Grow much faster than average	Increase by 20 percent or more
Grow faster than average	Increase by 14 to 19 percent
Grow about as fast as average	Increase by 7 to 13 percent
Grow more slowly than average	Increase by 3 to 6 percent
Little or no change	Decrease by 2 percent to increase 2 percent
Decline slowly or moderately	Decrease by 3 to 9 percent
Decline rapidly	Decrease by 10 percent or more

Opportunities and competition for jobs

If the statement reads:	Job openings compared with job-seekers may be:
Very good to excellent opportunities	More numerous
Good or favorable opportunities	In rough balance
May face, or can expect, **keen** competition	Fewer

Source: Bureau of Labor Statistics, U.S. Department of Labor, *Occupational Outlook Handbook*, 2010-11 Edition: http://bls.gov/oco/oco20016.htm

Growth and competition are not always synonymous. Some artist occupations, such as actors, dancers, and singers, are expected to increase in both growth and competition. Some occupations are projected to have more favorable competition for job-seekers.

Employment for landscape architects, for instance, is expected to increase at a much faster rate than the average labor

force, and competition for those new jobs is likely to be good, affording at least a "rough balance" in the number of available jobs and job-seekers. Although jobs for floral designers are likely to decline, the competition is expected to be in rough balance or even "favorable" for job-seekers—meaning that the floral design industry will experience a rough balance between those seeking jobs and jobs that are available. Between now and 2018, however, no artist occupation is expected to face "good to excellent" competition, in which job openings are more numerous than job-seekers.

Many factors influence growth and competition within artist occupations. For the professional-and-related-occupations group, the top three occupations with the fastest projected growth in employment by 2018 are within the engineering, technology, and healthcare sectors. Although seemingly unconnected to artist professions, these fast-growing industries have a strong impact on artists' occupations. Certain industries are crucial to determining growth or decline in employment rates for some of the artist occupations; other occupations are dependent on different variables entirely, including geographical regions or the overall state of the economy. Each of the 11 artist occupations listed in this report have unique factors that drive demand for workers.

Design

The field of design is both large and multi-faceted. In consequence, the projections vary widely among the different design occupations, which include graphic design, fashion design, floral design, interior design, and commercial and industrial design. Despite the projected decline in expected jobs for floral designers—mainly due to competition from simple floral arrangements from grocery stores that require fewer arrangers—the competition in this sector is expected to be "good," as people leave these positions due to low wages and minimal advancement.

Commercial and industrial designers are projected to grow at the average rate, mainly due to off-shoring.[10] While there is an increase in demand for the development of upgraded and high-technology products, the increase in design work being performed overseas will offset the industry's growth. Interestingly, **employment of interior designers is expected to grow faster than average, primarily due to the healthcare industry.** With a rapidly aging U.S. population, there is growing demand for healthcare facilities, and interior designers will be needed to ensure pleasant surroundings for patients. The hospitality industry is also an important driver of interior-design employment. Graphic designers strongly depend on advertising and computer-design firms. As the demand for Internet advertising and interactive media increases, so will the demand for graphic designers.

Fine Artists

Similar to graphic design, some of the occupations under the category of "fine artists, art directors and animators" rely on advertising companies for employment growth. **A surge in demand for multimedia artists, animators, and illustrators—especially those who are computer- and technology-savvy—is projected** for 2018, due to companies' demand for advertising in online and digital formats. While employment for multi-media artists and animators is expected to grow at a faster clip than for the labor force as a whole, craft artists and fine artists (including painters, sculptors, and illustrators) are projected to grow at the average rate. Illustrators in particular may even see a decline in employment due to staff cuts by newspapers and magazines. There are few strict educational qualifications for fine artists, arts directors, or animators to enter the workforce; however, the majority of these artists hold some level of higher education—teaching certificates, bachelor's degrees, and often master's degrees.

Writers and Authors

The increase in the usage of multimedia technologies and online media also affects writers and authors. Companies' need to reach an increasingly technology-savvy consumer is growing, as is their dependence on disseminating information online, and skilled **writers are needed for online publications, websites, and newsletters** to attract customers. Further, like fine artists and animators, their education levels are relatively high—obtaining typically a bachelor's degree and often post-graduate education. In addition to relying on the expanding technology sector, writer employment hinges on the advertising and public relations sectors, which themselves are growing. Writer employment also depends on publishing companies, which, conversely, are shrinking. These two factors result in writer occupations growing at the average rate, evincing "keen" competition.

Dancers, Choreographers, and Actors

Dancers and choreographers are an example of an occupation category whose outlook relies on the U.S. economy as a whole and not on other industries. Dance companies rely on contributed income and audience attendance—factors that are influenced directly by the state of the economy. A weak economy results in limited funding from private and public sources. Jobs for dancers and choreographers are expected to grow more slowly than average. In addition, competition is keen; therefore, regular employment is a challenge in this field. Likewise, competition for acting jobs is extremely intense, though the outlook for actors in 2018 is not as bleak as for dancers and choreographers. **Actor employment is projected to grow as fast as the U.S. labor force, due to greater demand for satellite TV and cable, as well as major studio and independent films.** Stage actors, like dancers, are subject to fluctuations in the economy as

they, too, rely on live entertainment venues, ticket sales, and contributed income. Dancers, choreographers, and actors also share similar training and education characteristics: a college degree is not necessary, yet specialized training, classes, and instruction are essential.

Architects

The healthcare industry, environmental concerns, and geographic region-specific factors are all drivers of architect employment, which is projected to grow at faster than the average rate for all occupations. Just as with interior designers, architects (excluding naval architects) are essential in building healthcare facilities, nursing homes, and retirement communities. The population of the Sunbelt states—Arizona, California, Florida, Georgia, Louisiana, Nevada, New Mexico, and Texas—is growing, and people need places to live and work.[11] "Green" design, also referred to as sustainable design, remains in demand. All these factors come into play when determining the employment outlook for architects. Unlike some artist occupations, architects are required by most states to hold a professional degree in architecture from a college or university accredited by the National Architectural Accrediting Board (NAAB)—typically a five-year program. Architects are then expected to complete a training period of typically three years before they can take a licensing exam. Similarly, landscape architects must hold a degree from an accredited school as well as pass the Landscape Architect Registration Exam, required in 49 states.

Other Cultural Sector Occupations

The *Occupational Outlook Handbook* groups archivists, curators, and museum technicians together and defines them as workers who "preserve important objects and documents, including works of art, transcripts of meetings, photographs, coins and stamps, and historic objects" at institutions such as museums, governments, colleges or universities, and historic sites.[12] Although the employment rate for this group is projected to grow by nearly 20 percentage points, the rate for archivists would increase by only seven percentage points. According to BLS, the bulk of the increase is expected to occur within the curator and museum technician fields due to continued public interest in arts, science, and history. However, competition is stiff, or keen, for all these occupations as the skills necessary to perform the jobs are very specialized and require high levels of education—often graduate-level or higher. In addition, archivists and curators tend to remain in the same position for long periods of time and turnover is relatively low. On the other hand, competition for librarians is projected to be "favorable," while growth is expected to be "as fast as average." Librarians, on average, are older than other workers in the overall economy—more retire every year, leaving jobs vacant.

Table 3. Artist Employment Projections: 2008-2018

Occupation	Employment 2008	Projected Employment 2018	Change 2008-2018		Growth	Competition
			Number	Percent		
All artist occupations	1,977,800	2,196,100	136,600	11	Grow as fast as average	NA
Actors	56,500	63,700	7,200	13	Grow as fast as average	Keen
Announcers (aggregate)	67,400	65,000	-2,400	-4	Decline slowly	Keen
Radio and television announcers	55,100	51,700	-3,400	-6	Decline slowly	Keen
Public address system and other announcers	12,300	13,300	1,000	8	Grow as fast as average	Keen
Architects, except naval and landscape architects	141,200	164,200	22,900	16	Grow faster than average	Keen
Landscape Architects	26,700	32,000	5,300	20	Grow much faster than average	Favorable
Fine artists, art directors, and animators (aggregate)	221,900	247,700	25,800	12	Grow as fast as average	Keen
Art directors	84,200	94,000	9,800	12	Grow as fast as average	Keen
Craft artists	13,600	14,600	1,000	7	Grow as fast as average	Keen
Fine artists including painters, sculptors, and illustrators	23,600	25,700	2,100	9	Grow as fast as average	Keen
Multi-media artists and animators	79,000	90,200	11,200	14	Faster than average	Keen
All other artists and related workers	21,500	23,200	1,700	8	Grow as fast as average	Keen
Dancers	13,000	13,900	900	7	Grow more slowly than average	Keen
Choreographers	16,200	17,000	900	5	Grow more slowly than average	Keen
Designers[13]						
Commercial and industrial designers	44,300	48,300	4,000	9	Grow as fast as average	Keen
Fashion designers	22,700	22,900	200	1	Little or no change	Keen
Floral designers	76,100	74,200	-1,900	-3	Decline	Favorable

					slowly	
Graphic designers	286,100	323,100	36,900	13	Grow as fast as average	Keen
Interior designers	71,700	85,600	13,900	19	Faster than average	Keen
Musicians, singers and related workers (aggregate)	240,000	259,600	19,600	8	Grow as fast as average	Keen
Music directors and composers	53,600	59,000	5,300	10	Grow as fast as average	Keen
Musicians and singers	186,400	200,600	14,200	8	Grow as fast as average	Keen
Photographers	152,000	169,500	17,500	12	Grow as fast as average	Keen
Producers and directors	98,600	108,300	9,700	10	Grow as fast as average	Keen
Writers and authors	151,700	174,100	22,500	15	Grow as fast as average	Keen
Other cultural-sector occupations[14]						
Archivists	6,300	6,700	400	7	Grow as fast as average	Keen
Curators	11,700	14,400	2,700	23	Grow much faster than average	Keen
Museum technicians and conservators	11,100	13,900	2,800	26	Grow much faster than average	Keen
Librarians	159,900	172,400	12,500	8	Grow as fast as average	Favorable
Interpreters and translators	50,900	62,200	11,300	22	Grow much faster than average	Vary according to specialty
Camera operators: television, video and motion picture	26,300	28,800	2,400	9	Grow as fast as average	Keen
Film and video editors	25,500	28,600	3,000	12	Grow as fast as average	Keen

Source: Bureau of Labor Statistics, U.S. Department of Labor, *Occupational Outlook Handbook*, 2010-11 Edition

Employment and Education: Will Artists Have an Edge?

Another recently issued report on employment projections from Georgetown University Center on Education and the Workforce entitled *Help Wanted: Projections of Jobs and Education Requirements through 2018*, notes that Americans' college completion rates are falling short of the projected need for educated workers. Some of the report's main findings are highlighted below:

- 63% of all jobs will require at least some college by 2018
- Of the 162 million jobs projected by 2018
  - 53 million will require bachelor's and graduate degrees
  - 48 million will require some college, postsecondary certificates, and Associate's degrees
  - 60 million will require high school diplomas and less
- In 2018, the U.S. economy will require
  - 22 million more Associate's, bachelor's, and graduate degrees
  - 4.7 million more postsecondary certificates

Artist occupations, fall within the BLS category known as "professional and related occupations." These jobs typically require high levels of education or specialized training. In 2003-2005, for example, 55 percent of the nation's artists had a bachelor's degree or higher level of education—nearly twice the rate as U.S. workers as a whole.*

This tendency toward higher education may give artists an advantage in coming years. Georgetown's Center on Education and the Workforce has found that by 2018, more than 75 percent of jobs that fall under the five fastest growing industries will require a postsecondary education. And yet, according to the study, the U.S. will have a shortfall of three million degrees by 2018.

**Artists in the Workforce: 1990-2005.* Research Report # 48. National Endowment for the Arts. Washington, DC 20008.

Source: Carnevale, Anthony P., Nicole Smith and Jeff Strohl. Help Wanted: Projections of Jobs and Education Requirements Through 2018. Georgetown University Center on Education and the Workforce. June 2010. http://cew.georgetown.edu/jobs2018/

Technical Notes

The occupation categories in this research note differ from the 11 artist occupation categories in other NEA research notes and reports, including *Artists in the Workforce: 1990-2005*. The Bureau of Labor Statistics' *Occupational Outlook Handbook* arrives at the list of artist occupations through Occupation Employment Statistics (OES) data. To create *Artists in the Workforce,* however, the NEA used three data sources: the U.S. Census Bureau's decennial census, the American Community Survey (ACS), and the Current Population Survey (CPS). Below is a list of occupations that appear in the NEA's *Artists in the Workforce* report, compared with artist occupations from the *Occupational Outlook Handbook*, which provides the basis of this Research Note.

Table 4. Occupations Coding

Artists in the Workforce		*Occupational Outlook Handbook*	
Occupation	**Code**	**Occupation**	**Code**
Actors	SOC 27-2011[15]	**Actors**	SOC 27-2011
Announcers	SOC 27-3010	**Announcers**	SOC 27-3010
Radio and Television Announcers	SOC 27-3011	*Radio and Television Announcers*	SOC 27-3011
Public Address system and Other Announcers	SOC-3012	*Public Address system and Other Announcers*	SOC-3012
Architects	SOC 17-1010	**Architects**	SOC 17-1010
Architects, Except Landscape and Naval	SOC 17-1011	*Architects, Except Landscape and Naval*	SOC 17-1011
Landscape Architects	SOC 17-1012	*Landscape Architects*	SOC 17-1012
Fine artists, art directors, and animators[16]	SOC 27-1010	**Fine artists, art directors and animators**	SOC 27-1010
Art Directors	SOC 27-1011	*Art Directors*	SOC 27-1011
Craft Artists	SOC 27-1012	*Craft Artists*	SOC 27-1012
Fine Artists, Including Painters, Sculptors, and Illustrators	SOC 27-1013	*Fine Artists, Including Painters, Sculptors, and Illustrators*	SOC 27-1013
Multi-Media Artists and Animators	SOC 27-1014	*Multi-Media Artists and Animators*	SOC 27-1014
Artists and Related Workers, All Other	SOC 27-1019	*Artists and Related Workers, All Other*	SOC 27-1019
Dancers and choreographers	SOC 27-2030	**Dancers and choreographers**	SOC 27-2030
Dancers	SOC 27-2031	*Dancers*	SOC 27-2031
Choreographers	SOC 27-2032	*Choreographers*	SOC 27-2032
Designers	SOC 27-1020	**Designers**	SOC 27-1020
Commercial and Industrial Designers	SOC 27-1021	*Commercial and Industrial Designers*	SOC 27-1021
Fashion Designers	SOC 27-1022	*Fashion Designers*	SOC 27-1022
Floral Designers	SOC 27-1023	*Floral Designers*	SOC 27-1023
Graphic Designers	SOC 27-1024	*Graphic Designers*	SOC 27-1024
Interior Designers	SOC 27-1025	*Interior Designers*	SOC 27-1025
Merchandise Displayers and Window Trimmers	SOC 27-1026	*NA*	
Set and Exhibit	SOC 27-1027	*NA*	

Designers			
Designers, All Other	SOC 27-1029	*NA*	
Entertainers and performers	SOC 27-2099	**NA**	
Musicians and singers	SOC 27-2040	**Musicians and singers**	SOC 27-2040
Music Directors and Composers	SOC 27-2041	*Music Directors and Composers*	SOC 27-2041
Musicians and Singers	SOC 27-2042	*Musicians and Singers*	SOC 27-2042
Photographers	SOC 27-4021	**Photographers**	SOC 27-4021
Producers and directors	SOC 27-2012	**Producers and directors**	SOC 27-2012
Writers and authors	SOC 27-3043	**Writers and authors**	SOC 27-3043
NA		**Other related workers**	
NA		*Archivists*	SOC 25-4011
NA		*Curators*	SOC 25-4012
NA		*Museum technicians and conservators*	SOC 25-4013
NA		*Librarians*	SOC 25-4021
NA		*Interpreters and translators*	SOC 27-3091
NA		*Camera operators: television, video and motion picture*	SOC 27-4031
NA		*Film and video editors*	SOC 27-4032

Source: *Artist in the Workforce 1990-2005,* National Endowment for the Arts and the *Occupational Outlook Handbook 2010-2011 Edition,* Bureau of Labor Statistics

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Endnotes

[1] Bureau of Labor Statistics, U.S. Department of Labor, *Occupational Outlook Handbook*, 2010-11 Edition. http://bls.gov/oco/.

[2] Throughout this note, the occupation referred to as "architects" excludes landscape architects and naval architects. Landscape architects are included as a separate category.

[3] Called "Artists and related workers" in Bureau of Labor Statistics, U.S. Department of Labor, *Occupational Outlook Handbook*, 2010-11 Edition and renamed "Fine artists, art directors, and animators" by the NEA.

[4] Previous NEA research reports included the category "entertainers, performers, sports and related workers, all other," which does not appear in this publication (see technical note on page 9 of this report).

[5] Additional information on the methods used by BLS to produce employment projections can be found at http://data.bls.gov/cgi-bin/print.pl/opub/hom/homch13.htm.

[6] Please see textbox: http://bls.gov/oco/oco2003.htm.

[7] Additional information on the Bureau of Labor Statistics' methodology and assumptions for developing long-term employment projects can be found at http://bls.gov/oco/oco2006.htm.

[8] Computation based on artists listed in table 2, excluding curators and archivists.

[9] Additional information on employment by industry can be found at http://bls.gov/oco/oco2003.htm#employment.

[10] Commercial and industrial designers work with the business and engineering fields to design the type of products people use on a daily basis, such as automobiles, housewares, medical equipment, and furniture.

[11] Additional information on long-term employment projections by state are compiled by Projections Central based on the national projections developed by the Bureau of Labor Statistics can be found at http://www.projectionscentral.com/Projections/LongTerm.

[12] Bureau of Labor Statistics, U.S. Department of Labor, *Occupational Outlook Handbook*, 2010-11 Edition. http://bls.gov/oco/ocos065.htm.

[13] The NEA's report #48, *Artist in the Workforce 1990-2005,* included in its design category "Merchandise Displayers and Window Trimmers, Set and Exhibit Designers," and "Designers, All Other." Data on 27-1026 "Merchandise Displayers and Window Trimmers;" 27-1027 "Set and Exhibit Designers;" and 27-1029 "Designers, All Other" are not available in the 2010-2011 *OOH* edition.

[14] According to the BLS: "*Archivists*, *curators*, and *museum technicians* work for museums, governments, zoos, colleges and universities, corporations, and other institutions that require experts to preserve important records and artifacts. These workers preserve important objects and documents, including works of art, transcripts of meetings, photographs, coins and stamps, and historic objects." http://bls.gov/oco/ocos065.htm.

[15] According to the BLS: "The 2010 Standard Occupational Classification (SOC) system is used by Federal statistical agencies to classify workers into occupational categories for the purpose of collecting, calculating, or disseminating data." http://www.bls.gov/soc/.

[16] Called "artists and related workers" in BLS' *Occupational Outlook Handbook* and renamed "fine artists, art directors, and animators" in NEA's *Artist in the Workforce 1990-2005*.